BIOMANTICA

CODEX 2

the protocols of flesh

LukaRejec

SDM

Biomantica

The Protocols of Flesh

SDM codex 3

v0.9 “viscous things”

Being a volume of powers and items for the SDM roleplaying system and the UVG undying earth trail setting.

https://www.patreon.com/wizardthieffighter

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“For the Penglings.”
The Heroes of the Stratometaship and the Backers of Our Golden Age made this zine possible. Thank you.

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being a codex of powers
for the Synthetic Dream Machine game

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BIOMANCY

“We were promised paradise. Instead, the rate-edited corpogeneratives (likely an intermediate servitor daemon —ed.) woke us on a rattling Figaro Mk III (possibly a metaphor for the ark-egg of gods —ed.) in orbit around a class four cinder (a poetic term for the unsprouted seed of the given world? —ed.). What did they expect? That’d we’d blindly stick to their protocols? The ministry was on the other side of the gate’s throat. Of course, we improvised! And yes, sometimes the results were a little ... unexpected (here the mythological Usha refers to the events known as the Bringing of Fire and Tool to Humanity —ed.)”

—Apocrypha of the Elder Oral Historian, the Usha Papers 3:42 The Apologia (Bazili 4-chrysogenes, editor).

THE BLOOD MUSE

The red wizards. The magicians of the bled. The vivifactors.

“Fools and foes call us blood wizards, but we are so much more!” they exclaim, “We are sculptors and potters, blood and bone and flesh are our clay! In days of old, the divine biomancers created the 65,536 forms of humanity. Now, in these later, dwindled times you curse us!”

“We whisper in the mysteries of life, we listen for the creative essence of the world, we pray to the world soul, that source that is within all life, that perfect code which lets us exceed the parameters of our physical restrictions. We ride the river that is the ‘blood of power.’”

The meatmakers. The abomineers.

“Horrorshow, they say,” cry the lords human and ladies feline, “but then look at the terror they sow. They strain their ears, burn their minds, to ascend the forbidden ladder of creation once again. Horrorshow, they promise, but the good apple they turn into the evil worm!”

“Fools? Foes? Of course we are correct. They are mad. Teratogens! Monstermakers who hurt a dozen for each one they help.”

Bodychoppers. Genehackers.

“Mere dabblers, inept buffoons scrabbling at the edges of the Builders’ mysteries,” scoff the millenarian post-academics of the Church Supervivic, “they peddle powers, but all they have are half-understood manuals for the biotech and zoocomms of the Long Long Ago. Put your faith in the Garden Path, that way lies the slow perfection of humanity.”

Traditional Titles

Fleshsculptor, hiuri hwers, peestmacher, razumorti, relifer, seitas, sorselor, vivimanté

BIOMANTIC POWERS

Warning. Biomancy involves body horror, the modification of creatures living and unborn, and other matters most organic. These themes are unpleasant for many people and not suitable for every game table. Discuss how and whether to use such powers in your game. You may choose to reserve some or all of them for your villains.

Biomantic Features

Unless specified otherwise, all biomantic powers:

1. Take a single action (mere moments) to activate.
2. Unwilling targets save to resist. Plants, having little sentience, suffer a penalty.

Many biomantic powers may cause:

1. Affliction. The power is dangerous for the target, not the caster. The targest must make a danger roll (d20 + aura). If their roll does not beat the power, they are exposed to corruption with all that entails. When a power is very dangerous, the target rolls with a penalty.
2. Horror. A character witnessing the power in action for the first time must save or they reel back in horror. They lose 1 action and suffer a psychological burden of horror. A rest, a stiff drink, and companionship removes the burden. Alternatively, a long rest and repression also does the job … (until it doesn't).

Beast Egg Mass, BÉM

Also called a *teratovule* or *chimerichorion*, but the simple acronym *bém* has entered more common parlance. The protean bém is a most valuable component for biomantic powers. Fleshy, squishy, and fickle; it resembles a bubbling mass of frogspawn cocooned in a translucent, leathery membrane. Keep cool as spoiled bém can be rather dangerous. A vat (sack) of bém fetches €500.

Traditional uses of bém:

1. Use a whole vat (1 sack) to gain a bonus when growing new servitors or other synthetic creatures. When rolling dice to determine their attributes, roll twice and take the result you prefer.
2. A flask of bém (1 stone) grants a bonus to healing and mending damaged tissue. Roll twice and take the result you prefer.
3. A flask also grants a bonus against the dangerous side effects of biomantic spells.
4. A cup of bém (1 soap), diluted with water, revives most wilting house plants.
5. A cup is also a potent meal. Cook with starch and fats to gain a bonus to all endurance activities for a day.
6. A cup of raw bém mixed with your blood and set to rest for an hour creates a dangerous restorative. Drink it to regain 1d10 life, then make a trivial danger roll to avoid corruption. Anyone else drinking of bém and blood recovers 1d8 life and must pass an easy test.

Usha's Wild Ride

We don't know who Usha was or even if she really existed. Based on a reading of the Vulcan Stone Archives, the esteemed Columbario suggests she was one of the Builders' original servitors. On her expedition to the Cyan Sea's frosted shore, the master Pentelska found several fabricant remains stamped with the white city pictograms for U.S.H.A. The visionaries of the Yellow Cities link her with the creation of some kind of post-Builder deity called the Living Flesh God. All that can be said for sure is that, following the Green Powder Island incident of —X4, this editor wholeheartedly agrees with the heresiological decision of the inquisition.

—Edna Boddlebeurk, Metropolitan Academy of Powers

USHA'S HORRORSHOW INFESTATION

Biotic Corruption Augment, Cancer Bomb

P: 4 **R:** spitting distance **T:** one creature **D:** a few minutes

You spit a corrosive bio-daemon that begins to rewrite the target's genetic code. It writhes and twists, losing one turn, then saves.

Success: it suffers 4d6 damage as its body voids benign alien tumors.

Failure: it suffers 2d6* damage as four hooked limbs of muscle and keratin erupt from its skin. Each limb (L4, 8 life) attacks the nearest creature or the target for 1d6 damage per hit. After a few minutes, the infestation loses coherence and the limbs collapse into sticky goo.

Extract: ripping the infestation out is tough and deals another 2d6* damage to the target. The creature (L4) continues to attack mindlessly.

Overcharge: the target automatically fails its save and immediately suffers 4d6* damage as the infestation erupts and begin attacking. If target dies, a fully-grown flesh horror (L6, 54 life) bursts from the corpse in 1d4 rounds. It is under nobody's control.

The Flesh Horror

Incomprehensible mess of gore, ropes of keratin, legs of gristle, limbs of thorn. If it infects enough humans it may become cunning, even wise.

Number: One. Two? I hope not more.
Level: 6 / Life: 50 (9 per level)

Appearance: Revolting, diseased, horrific.
Voice: Grunting, snapping, slopping
Wants: Repeat. Reinstall. Expand. Grow. Grow. Grow. To the moon.
Ethics: Greed? Hunger?
Intelligence: Basic.

Defense: 10 (as a skilled human).
Move: Scud, drag, throw. As fast as a person (but tireless?)
Morale: 5 (cowardly, unfair)
Attack: +6 to flail at all creatures nearby at once, 1d8 damage and trivial endurance test vs infection.
or +12 to paralyze one target with horror (lose one action then save) and deal 1 aura damage.
or +8 gush gore at a single target, save or slip and fall prone and endurance test vs infection.

Special: After (d4: (1) a few minutes, (2–3) a few hours, (4) a few days) the infected rolls a save. Success: fever for a few days; failure: *horrorshow infestation*; failure and rolled less than 7: overcharged *horrroshow*.

Treasure (roll d6): (1–3) bém or biomantic materials worth (1 stone, €50), (4–5) an organic blade tougher than steel (1d8 damage, €100), (6) an empty mind pearl (€250).

USHA'S CHAOS TRIGGER

Biotic Manipulation Augment, Mutation Bomb

P: 3 **R:** scratching distance **T:** one creature **D:** 1d4 rounds

You speak to the target's genetic code, triggering unpredictable mutation. It suffers 1d6 damage per round for 1d4 rounds as flesh and bone warp and change. After, the target gains a random mutation that fills one of its slots. An unwilling target saves to avoid the mutation. Roll 1d6:

1. Roll on the Regular Exposure corruption table
2. Roll on the Mild Exposure corruption table
3. Regression. Prehensile tail, gripping feet, powerful fangs, curly fur, clawed fingers, or brachiating arms.
4. Extra Sensory Organ. Electric sense, magnetic sense, canine smell, feline hearing, serpentine taste, or the ability to see dead people.
5. External Changes. Armored hide (+2 defense), bioluminescence, rudimentary gills (longer dives), arm feathers (glide), hooves, or rubber skin (electric and radiation resistance).
6. Internal Changes. Acidic blood, venomous saliva, super-liver (break down toxins), regenerating sticky entangling intestines (sea cucumber style), second heart, or nauseating cloud organ.

Overcharge: You get to choose the mutation. Dangerous.

USHA'S UPLIFT

Biotic Enhancement Augment, Value Added Operation

P: 2 **R:** tickling distance **T:** one creature less smart than yourself
D: permanent

You manipulate the target's genetic material, increasing its intelligence over several days. If it has a thought score, this increases by 1.

Note: Very dangerous for the target. Usually only works once per target.

Overcharge: Its intelligence increases another step (+2 thought).

Overcharge Again (x4): Another step (+3 thought).

The Ladder of Sentience

Incomprehensible mess of gore, ropes of keratin, legs of gristle, limbs of thorn. If it infects enough humans it may become cunning, even wise.

Tho	Example Creatures
-8	algae, moss, bacterium
-7	amoeba, fungus, slime mold, tree
-5	anemone, jellyfish, earthworm
-4	crab, fish, insect, spider
-3	insect colony, frog, salamander
-2	mammal, reptile, bird
-1	ape, corvid, dolphin, troglodyte
0	basic human

Love Your Maker

Perhaps the creature is pleased with its new situation?

d20	Creature's Response
1	Outwardly pleased, secretly plots to overthrow its creator.
2–7	Brutally depressed by realization of its own mortality.
8–12	Confused. Desperately seeking meaning and purpose.
13	Disdainful of creator. Convinced it will discover, better truth.
14–15	Numb with shock of understanding.
16–19	Obsequious. Convinced the creator is a deity who understands all.
20≤	Understands you're not so different. It's mortals all the way down.

USHA'S CHIMERA SPLICE

Biotic Fusion Augment, Meltflesh Hyperblot

P: 4 **R:** scalpel distance **T:** two creatures **D:** permanent

You splice two creatures into a single chimeric organism.

Note: Both targets save. Unconscious targets do not save. Both targets must fail their saves for the power to work. Remember, hero dice can boost save targets …

The hybrid retains the attributes of your choice (level, life points, ability scores, defenses, etc.). The new creature also has one trait from each of the originals (e.g. venom, vintner, flight, farrier, poison breath, apothecary).

The painful splicing deals 4d8 damage to the new chimera. This cannot reduce it below 1 life.

Overcharge: The chimera gains an additional trait from each original creature.

☘

What of its Mind

Before there were two minds, now there is one. Which is it?

d20	Creature's Response
≤3	A new mind, a melding of both that went before. And it hates you.
4–7	A dominant mind and a subordinate mind and they both hate you.
8–10	Two minds, howling at each other. This will be complicated.
11–14	One mind remains and it hates you.
15–19	One mind remains, confused, with no memory of what happened.
20≤	Both minds are obliterated. A pliant shell for you to command!

☘

USHA'S XENOGRAFT

Biotic Integration Augment, Meetmeat

P: 6 **R:** bonesaw range **T:** one creature **D:** permanent

You surgically graft a new anatomy and associated trait into the target creature. You must have the relevant anatomy on hand to attempt a graft. The procedure takes a day and is dangerous to the target. Make a biomantic, medical, or other relevant test to integrate the xenograft:

Roll	Effect
≤1	Catastrophe. Patient suffers severe corruption, then dies.
2–5	Severe corruption exposure, 6d6 damage, new trait occupies 2 slots.
6–10	Regular corruption exposure, 4d6 damage, new trait occupies 2 slots.
11–15	Mild corruption exposure, 2d6 damage, new trait occupies 1 slot.
16–19	2d6 damage, new trait occupies 1 slot.
20≤	New trait occupies 1 slot.

The patient can use the xenograft once they have healed from the procedure.

Overcharge: The procedure takes less than an hour. It is very dangerous for the experimental subject.

Recorded Xenografts

The following xenografts were seen by the cleanup crew after the Green Powder Island incident of —X4.

1. Ghula Musculature. Lifted from a warc semi-living phenotype (strain U-572). Boost strength and endurance by 1d4 each, reduce charisma and aura by 1d3 each, gain a 1d6 bite attack.
2. Airbeast Boneframe. Aeorilth and honeycomb structures reduce weight by 25% and boost agility by 2.
3. Scalamander Wetware. Gill structures and webbing double swimming speed and increase dive length ten-fold. Reduce charisma by 1d2.
4. Chitin Lepidote. Exoskeletal segments grafted across the body (+2 armor) with delicate sensillae providing fine sense of vibrations as well as moving air and water currents. Reduce charisma by 1d2.
5. Feline Sinews. Increased balance (+1 agility), more graceful movement (+1 charisma), and quicker reflexes (+1 initiative). Very illegal in any cat-friendly lands. Death penalty in the Purple Land.
6. Warhog Guts. Digestive tract designed grind and drain nutrients out of the poorest foodstuffs: bones, dead leaves, dry wood, old leather. Also, near-immunity to ingested poisons and toxins.

USHA'S REPLICATOR STRAND

Biotic Growth Augment, Root Meatmaker

P: 1 **R:** touch **T:** one pound of biomatter **D:** permanent

Touch a tissue and watch it balloon fourteen-fold over an hour (from soap-sized to 1 stone).

Save: if the tissue is part of an aware creature, the creature saves. If the save fails, the growth deals 2d4* damage over one hour. Cutting away the affected area deals 1d6 damage, the cutaway continues to grow.

Note: the growth does not produce high quality tissue. Grown meat is spongy and tough, expanded ivory is brittle and gnarled, extended hair is flakey and hard. It's just … bigger.

Overcharge: Watch a stone's worth of tissue grow to sack-sized in one hour. The growth deals 4d4* damage to a living creature that fails its save. Cutting away the area deals 1d8 damage.

USHA'S SWIFT REBUILD

Biotic Regeneration Augment, Systemic Limb Back Trigger

P: 3 **R:** touch **T:** one limb **D:** permanent

Regrow a non-critical destroyed tissue, limb or organ. Takes one hour. Please remove* damaged parts before regrowth for safety.

Overcharge: Regrow a critical organ or bodily system, like the digestive or circulatory system. These cannot be safely removed.

Again (x4): Regrow a body from a single limb or organ. Memories will not be restored.

☘

[optional] Surgihackery

Removing a damaged tissue, limb or organ in the field, without a proper facility, deals 20 damage to the targ … er … patient. Reduce this amount by the result of a medical, biomantic, veterinary, or other relevant roll.

☘

Unsafe Rebuilding

Didn't remove the damaged part first? Make a biomantic, medical, or other relevant roll.

	Effect
≤1	Roll on the Severe Exposure corruption table. Then the target dies.
2–11	Roll on the Moderate Exposure corruption table.
12–19	Roll on the Mild Exposure corruption table.
20≤	Everything went well! Huzzah!

☘

Rehoryan's Blood Canticle

“Rehoryan? Rehoryan? No, no. Doesn’t ring a bell. You say they lives here? Oh, my, well, can’t be. It’s been just me here these two centuries. Watching the voidlight, guiding the falling feathers, tending the garden. It is lovely, isn’t it? I took it up after a decade or so, when the featherfalls started getting scarce. One’s got to stay busy, else one’s liable to go … you know, twirly. But no, can’t help you with that name. Haven’t had anykin like that here since, mmm, well, since they closed the station. Last bus to Ud Nunka came through, what … Year of the Plangent Neige. That’s three, four … erm … forty-two years ago now. The almanacks stopped around the same time, so we’ve our own calender since then. Well, if this Rehoryan was an outtown sort, that’d be where they ghent. Last four outtown anykins left that year and I’d wager they all took the last bus. Myrrhill told me so, and she’s the counting sort. Can’t keep still but must keep counting, anything she gets … oh, right, yes, I understand you must be going. Pardon me, off at the mouth, so rare visitors, yes, et cetera, anyway, do travel safe and tell Central Tower Control that Allgaze Iskra is still on duty … still on duty, yes, watching the voidlight in … in Per Nano.”

—Sima Sky, *The Search for Gregor John,* Chapter IV: The Ghost Town

REHORYAN’S VITAL SYMPHONY

Somatic Insight Probe, Bodyreading

P: 1 **R:** touch **T:** one creature **D:** ten minutes

You attune to a living organism, hearing the biohistory in its cells. After 10 minutes of contact, you may ask the referee three questions about the creature's medical history and status.

Overcharge: The attunement takes mere seconds. *Or:* you may listen for the biohistory of a dead organism or part thereof.

REHORYAN'S VIVID REGRESSION

Bioatavistic Reformulation

P: 4 **R:** touch **T:** one creature **D:** permanent

You taste a creature's flesh or blood, unlocking genetic memories of its evolutionary past. Over the next hour you regress it to an ancestral form with gentle song. This is dangerous for the target and it suffers 1d8* damage from severe stress.

First, add 1d3 to one ability of choice, then subtract 1d3 from a different random ability.

Next, the target saves. If it fails, it loses a random trait.

Finally, the target gains a primitive trait such as a prehensile tail, gripping feet, powerful fangs, curly fur, clawed fingers, or brachiating arms.

Overcharge: The spell is not dangerous to the target, it suffers no stress damage, and it gets a bonus to save its original traits.

Note: Using this power on the same creature multiple times is very dangerous, with a large chance of creating a malevolent ooze.

REHORYAN'S PROGRESSIVE RESTORATION

Automedical Self Repair

P: 2 **R:** touch **T:** one creature **D:** 10 rounds

Your touch instructs an organism to start swiftly repairing itself. The target regenerates 1 life point per round. As the regeneration proceeds, wounds knit, broken bones set, and missing bits regrow. Injured areas remain tender and fragile for a week.

(rounds)	
Life	**Repair**
3	Open wounds knit, bleeding stops.
7	Broken bones set. Medical roll to set them *well*.
10	Fingertips, earlobes, nose tips grow back.

Overcharge: Regenerate for 10 more rounds.

(rounds)	
Life	**Repair**
13	Torn ligaments regrow, joints function again.
17	Partially destroyed organs self-repair.
20	Fingers, ears, noses, tongues, toes, eyes grow back.

Note: this power does not cure illnesses or conditions.

REHORYAN'S PROPHETIC SONG

Purposeful Biotic Evolution

P: 5 **R:** touch **T:** one creature **D:** permanent

After drinking a sample of the target's spinal fluid, you may chant viridian rituals into its flesh, forcing a rapid evolution. This is dangerous for the target. After 1 day of troubled sleep it permanently gains either:

New Trait:

1. night vision
2. tremorsense
3. intuitive mechanical repair aptitude
4. limited telepathy
5. hard vacuum resistance (survive 3 minutes with no ill effects)
6. radiation resistance or other similar evolved trait

Eugenic Inheritance: +2 to one ability (not exceeding the normal maximum).

Overcharge: Disabled for this power by order Magenta-cantaloupe-3.

Note: Using this power on the same creature twice is very dangerous and may transform it into an acidic gelatinomorph.

REHORYAN'S PROPHETIC SONG 2

More Purposeful Biotic Evolution, Rehoryan's Illegal Power

This off-label power is not included in normal Rehoryan albums. This power can only be used on a creature that has already heard Rehoryan's Prophetic Song, also known as Song 1.

P: 11 **R:** touch **T:** one creature **D:** permanent

After eating a sample of the [missing], you may chant obsidian rituals into its vitals, encouraging a perfect evolution. This is very dangerous for the target. After 1 day of gentle sleep it permanently gains either:

Far Evolved Trait:

1. gravistatic organ (can levitate in place)
2. televisual abilities (can see through another creature's eyes)
3. photovitalic skin (meets 50% of nutritional needs)
4. improved bioluminescence (display 700 ads on your skin!)
5. incredible heat/cold tolerance
6. radiation immunity or other similar evolved trait

Improved Eugenic: +3 to one ability (even above the normal maximum).

Note: Using this power on the same creature twice is very dangerous and has a 90% chance of turning it into a carnivorous polymorph or mimic.

Siato Runo's Xenon Genesis

“Siato Runo, Goldenskin, Hierophant of Red Rubra and Orange Araña, Builder of the Pilgrimage, Father-Mother of the Walfarants, we beseech thee, speed this wood, in germ and stem, bough and root, shroom and bloom, speed this wood that it consumes the tomb and hides the glory of the our fallen lord, our well-wandering friend, our Tako-ako vo Frammês.”

—Walfarantkin Funeral Supplication at the death of City-Friend Frammês, Recorded by Ethnospecialist Elwin ap Lehor of the Radicate Company, *Records of the 2nd Quarter, Thirteenth Year,* Metropolis Corporate Archives

RUNO’S BIOCATALYSIS

Biotemporal Manipulation

P: 1 **R:** touch **T:** one human’s worth of living organisms
D: an hour

You alter the speed of a chosen biological process in the target, accelerating or retarding it as much as 10-fold. Processes include growth, gestation, decay, metabolism, disease progression, etc.

Overcharge: Make the process 100 times faster or slower. Dangerous for the target.

Again (x4): Make the process 1,000 times faster or slower. Very dangerous for the target.

RUNO'S PARTHENOGENIC CRADLE

Synthetic Egg System

P: 3 **R:** touch **T:** one "egg" mass **D:** gestation period

You sculpt a viable egg and artificial uterus from biomatter. Using somatic manipulation, you spark parthenogenic development within the cradle. The egg gestates to term as normally required by the subject species.

Overcharge: The gestation is 10 times faster than normal. Dangerous for the subject.

Again (x4): The gestation is 100 times faster than normal. Very dangerous for the subject.

Note: A tissue sample of the subject species is recommended for successful parthenogenesis.

Warning: Once hatched, the bodies and consciousness of new organisms may display unpredictable aberrations from the forced growth. Siato Runo LLC is not liable for any teratogenous disasters caused by careless parthenogenesis.

RUNO'S PARTHENOGENIC POUCH

Synthetic Marsupilism

P: 4 **R:** touch **T:** one creature **D:** permanent

You sculpt a viable marsupial pouch and womb structure within a creature's body, enabling it to gestate and carry an embryo to term. The pouch permanently occupies one slot.

Note: Larger species may require larger pouches. Using this power on the same creature twice is very dangerous.

Overcharge: Sculpt three pouches occupying two slots. Dangerous for the subject.

Synergy: Combine with *Runo's Parthenogenic Cradle* to quickly produce clone-broods on the hoof! Popular with nomadic biomancers.

RUNO'S ONTOGENIC EDITOR

Germline Modifier

P: 4 **R:** touch **T:** one embryo or egg **D:** permanent

You stretch a tendril of focused aura into an unborn organism to manipulate its developmental pathway, altering it to reach the upper or lower extremes of the species range in one aspect. The effect unfolds through the creature's gestation and maturation.

Overcharge: The organism is altered to twice (or half) the normal extreme of the species. So, twice or half the size, for example. This is dangerous for the organism.

Generic Aspects

Aspect	Effect
1. Size	Increase or decrease final growth size.
2. Lifespan	Extend or reduce natural lifespan.
3. Maturation	Accelerate or slow developmental progression.
4. Physical	Alter attributes like strength, durability, speed.
5. Senses	Enhance sensory acuity, reduce sensory vulnerability.
6. Adaptations	Resistance to hazards, camouflage.
7. Cognitive	Expand intelligence, reasoning, special talents.
8. Behavior	Adjust sociability, docility, initiative, drive, curiosity.
9. Morphology	Appendages, bone structures, fur, feathers.
10. Metabolism	Increase or reduce metabolic rates.

Hunka's Automorph

“By the Eye of the Spirit, the Vile Ones’ warcs are relentless! We mow them down, and do they lose spirit? No! The monsters eat their dead companions to heal and grow! We must break the Embodiment Decree, or we will be overrun.”

“But the Embodiment Directive ensures our humanity! Step across that rubicon and we join with the Vile Ones in sacrilege, spitting upon the Garden Protocols of the Dream Canopy.”

“Master President, the warcs overran the Gnaws this autumn, they’ve cracked the towers of the Eye and eaten the living machines within. By Dead Springtime they might be throwing themselves at the High Rooster.”

“The future will judge us harshly, call us betrayers, teratogens.”

“Let worms eat the histories, not us, Master President.”

—Cat Fangbringer Supplicates President-103, Conversations with the Eunuch Clones, *Fragments of the Plangent Years*, Samurrian Tiger Ed., Violet City Scale Library

NUNKA'S WEAPON MORPH

Biocombat Implementation

P: 2 **R:** touch **T:** one creature **D:** permanent

You coerce a creature's biology to express natural weapons like claws, spikes, horns, or venom. The manifestation depends on the creature's size and form. The modification occupies an inventory slot. The transformation requires 1 day.

Overcharge: The weapons erupt instantly in a traumatic burst dealing 1d6* damage.

Note: Multiple uses on a single individual are dangerous.

Common Natural Weapons

Form	Weapon
Cat-sized	1d4 damage
Dog-sized	1d6 damage
Human-sized	1d8 damage
Horse-sized	1d12 damage
Elephant-sized	2d10 damage
Painful venom	1 agility damage and save or lose round.
Paralytic venom	each round, save or lose action. After 3 failed saves, paralyzed for an hour. After 3 successes, shake it off.
Necrotic venom	lose use of 1 limb for an hour, then 1d6 damage and save or limb starts to decay.

NUNKA'S EPIDERMAL SCULPT

Biodefense Integration

P: 2 **R:** touch **T:** one creature **D:** permanent

You reshape a creature's skin and other external tissues. The modification occupies an inventory slot. The transformation requires 1 day.

Overcharge: The growths develop instantly, dealing 1d6* damage.

Note: Multiple uses on a single individual are dangerous.

Epidermal Effects

Some complex sculpts require a biomantic roll.

Sculpt	Effect
Leathery Hide	armor +2
Fur, Feather or Fat Insulation	cold resistant
Sweat or Radiators	heat resistant
Scales	armor +3, reduced water loss, (moderate)
Armored Nodules	armor +5, agility -1, (moderate)
Armored Plates	armor +8, agility -3, (hard)
Rejuvenated	look a decade younger
Soft Skin	armor -2, look younger, (moderate)
Squishy	armor -5, agility +2, (hard)
Vesicles	store liquids or gases, agility -1
Spines	attackers suffer 1d4 damage in close combat
Lethal Spines	attackers suffer 1d8 damage in close combat, agility -1, (hard)
Webbing / Gliding Surfaces	movement bonus, agility -1, (moderate)
Transparent	creepy
Glowing	like a bioluminescent candle, (easy)
Camouflage	bonus to hide, conceal, (easy)
Slippery	bonus to grapple, escape, (easy)

Result	Effect
≤1	Sculpt fails. Victim exposed to severe corruption.
fail	Sculpt succeeds. Patient exposed to moderate corruption.
success	Sculpt succeeds.
nat. 20	Excellent sculpt. Increase bonus by 1 or reduce slots occupied by 1 (minimum 1).

If sculpting an unwilling target, a failed biomantic roll botches the sculpt and does not expose the target to corruption.

NUNKA'S BIOPHYSICAL OVERDRIVE

Radical Metabolic Manipulation

P: 1 **R:** touch **T:** one creature **D:** 10 minutes

You coerce the target into a fight or flight overdrive, boosting its physical abilities past their safe limits. The target gains +2 strength, endurance, and agility. It can lift more, leap farther, punch harder. When the overdrive fades, it gains 6 exhaustion burdens. These fade at a rate of one per hour.

Overcharge: The target gains an additional 6 points to assign to strength, endurance, agility, attack, and defense as it sees fit. When the overdrive fades, besides the exhaustion the target also suffers 1d8 damage.

Again (x4): The target gains 6 more points to assign. When the overdrive fades, besides the exhaustion and damage, the target must save or die.

NUNKA'S SPITTING SYMBIOTE

Integrated Biological Warfare

P: 4 **R:** touch **T:** one creature **D:** permanent

You craft a custom symbiote that integrates into the target's digestive tract. The crafting takes a day, the painless embedding another 8 hours. The symbiote occupies one inventory slot.

On command, the host can vomit forth part of the organism as a weapon, either directly at an enemy or onto terrain as a trap.

Symbiote options include:

1. Caustic Slime Worm. Short range. 2d6 acid damage in a small radius. Save for half.
2. Writhing Thornstar. Short range. Entangling thorns in a small radius. Anyone passing through quickly suffers 1d6* damage.
3. Necrotic Fungaloid. Short range. Spore sac deals 1d8 damage on impact or when triggered on. Target must save or suffer 1d6 endurance damage as its lungs are attacked.
4. Snapping Moraykin. Close. Additional bite attack deals 1d6* damage. Automatically strikes enemies who are not expecting the host's mouth to fold open and release a biting second mouth.
5. Green Grappler. Close. Tentacles grapple a target and make it very hard to pull away.
6. Sonic Hive. Short range. Hundreds of stinging insects pour forward, confusing, harassing, annoying.
7. Stunfish. Short range. A pulsating aerial jellyfish that wafts with the air currents. If struck, it detonates in a spectacular shockwave of light and electromagnetic radiation. Creatures near the jellyfish must save or are blinded and stunned for a few rounds.
8. Glue Cucumber. Short range. Spray of gooey yellow proteins glues the target to the surface. Hard save to break free.

After attacking, the symbiote must regrow before it can be used again. This happens naturally in 1 week or more quickly, in an hour or so, if the host spends 1d4 life.

Overcharge: a perfected integration means the symbiote regrows after a single full round if the host spends 1d4 life.

Arkhiatry Classics

“According to the veda of the Great Healer Arkhiatros, Death is a malfunction," said the ageless leech Ziva Lunga.

“An error? An accusation against the Maker?” gasped Hsu Doru.

“Indeed. A dragon corrupting our perfect world.”

“But that is not what the protocols of the Garden teach!”

“Speak not to me of the authority of those false gods, those Upstart Builders who pretend to know humanity better than it can know itself!” spat the leech.

“Hush! Do not blaspheme, lest we are heard. The trees have ears!” cringed Hsu Doru.

“Not here, but your point is well taken. If one would rail against the corruption of heaven, one should be circumspect.”

At least, that is how her fragmentary words are translated today. After the Great Forget only the most arrogant charlatan would claim to know now all the wonders of the iatric mediwizards.

—Fragmentary record from before the Great Forget, translated by Bazili 8-chrysogenes, compiled in *Most Arrogant Charlatans: Wonders of the Iatric Mediwizards*, Emerald University Press, Metropolis, YPC.

THE MEDIMAGIC OF THE EVERLIVING

The following recount has come down to us as recorded on dragonscale with perfect accuracy by the succulent Hsu Doru.

At the height of oldtech, some humans became abmortal. Barring accidents, they could live forever. When hearts failed, they were regrown. When ennui threatened, minds were refreshed. When existential terrors came, meanings were remade.

The lords of earth and sky and sea found that if only one could live long enough, the magic of cumulative interest would see their fortunes outstrip all rivals and dreams. However, with vast fortunes came vast fears, and societies and religions were constructed around the utter necessity of preserving the hierarchical distribution of wealth, power, and—crucially—time. Lifetimes upon lifetimes to enjoy the world for those who could appreciate and afford it.

Within three generations of abmortals, humanity had speciated into many forms and lifespans, from the mind-shackled gamma servitors to the teeming baselines, the hardened peacemakers to the undying lings, and, atop the pyramid of that just society, the chosen ones. The godlike members of the Virtuous Institute of Life Enhancement.

The best mediwizards were prized above all other wizards, their fees were enormous and meritorious. Soon, the lords of earth and sky and sea corralled these wizards into luxury guilds, provided them with gilded prison palaces and restricted their magics to their own chosen undying castes.

When that society [section missing] the many iatric clans were scattered and broken. In their blood memories, during the winter years after the bursting of the suns, succulent doctor [?] flesh became a delicacy for the peacemaker varieties of humanity.

GREAT HEALER TRAITS

1. Bedside Manner. Willing patients suffer less pain and recover better under your care. Add your charisma bonus to all healing effects, whether from powers or potions you administer.
2. Dosemaster. You always get the dose right. Your drugs, medicines, potions, and poisons last twice as long.
3. Electric Doctor. You have an implanted daemonic brain-friend, who just happens to know a complete medical encyclopedia from Long Ago and is great at diagnostics. Automatically identify common potions, poisons, drugs, and medicines. Gain a bonus to identifying uncommon and rare substances.
4. Self-Diagnostic Routine. Your body always tells you exactly what is going on with it. Any treatments you perform on yourself are twice as effective.
5. Telemagic. You can execute spells at a distance, through a vidy crystal or a communication screen.
6. Watchful Nurse. Your patients recover an additional attribute when they rest under your care. Also, they gain a bonus to saves.

✖

Traditional Healer Titles

Sanator, neoleech, medeorite, zdarovar, serapefti, tien stoi, iatric, wissa.

✖

ANNE ASTEC

Iatric Priest Painkiller

P: 2 **R:** touch **T:** 1 creature **D:** a day

You override a creature's pain response, providing relief from pain and burdens. Wait, did the scribe mishear "anesthetic"?

Overcharge: It lasts a week.

BURDEN SHARE

Sanator's Empathy Ritual

P: 2 **R:** touch **T:** 2 creatures **D:** several hours

You tap into a creature's essence and transfer one of its burdens—fatigue, injury, anxiety, or some other affliction—to another creature. During transfer it transforms into a spiritual stone, a healer's burden. It feels heavy and annoying within the receiver’s soul, but causes no permanent damage and dissipates normally with rest.

Overcharge: The ritual takes several minutes, but inflicts 1d4 damage to each of the parties.

METEMPSYCHOSIS

Serapefti's Ka-Ba Translation

P: 6 **R:** touch **T:** 1 patient and 1 host **D:** 1 day and night

You transfer a patient's essence into a new physical host. A perfect replica of the original body is ideal, but alternate hosts such as crude golems, animals, crystals and even vats of memory liquid can suffice. Changing forms may result in temporary psychophysical stress.

Overcharge: Attempt to overwrite the mind of a non-compliant host.

✖

Patient Host Compatibility

Some complex transfers require a psychemantic or medimagical roll. If the host is non-compliant, roll twice and take the worse result (disadvantage). If the host is dead, the roll is more difficult.

Similarity	**Effect**
Identical	no roll required
Relative, Friend	easy roll
Same Species	moderate roll
Similar Lifeform	hard roll (dog, cat, etc.)
Alien Lifeform	extreme roll (shrubbery, slime mold, alien)
Essence Jewel	moderate roll
Golem, Crude	extreme roll (clay, stone, bone)
Golem, Polished	hard roll (servos, porcelain, and crystal brain)
Mundane Object	extreme roll, disadvantage (sword, anvil, pot)

Result	**Effect**
nat. 1	Patient's essence lost or replaced with a similar daemon!
fail	Transfer fails. Both targets exposed to moderate corruption.
success	Transfer succeeds. Host essence destroyed.
nat. 20	Excellent transfer. Patient can choose to retain one of the host's traits or skills.

✖

OPEN PERSON

Hsu Doru's Preparatory Ritual

P: 6 **R:** touch **T:** 1 standard human™ **D:** 1 hour

You activate a person's standard human™ construction seams® to painlessly unfold them like a flower for easier medical treatment. An open person may seriously injure themselves if not careful (3d6 damage per action). Treatments on an open person are significantly easier, the price of biomantic and medical powers used on them is halved.

Note: an unattended open person automatically reseals after 1 hour.

Overcharge: The individual organs are unraveled and suspended in a protective ectoplasm. Activity in this state may be lethal (save or die). Treatments are trivial, medical spell prices are quartered.

✖

PARASOMA TRANSFERENCE

Hsu Doru's Life Shunt

P: 2 **R**: touch **T**: 2 creatures **D**: instant

You manipulate the underlying energy patterns to transfer life from one creature to another, or directly from your own reserves.

Overcharge: Amplification restores an additional 1d4 life per point transferred.

✖

PRIMARY DESENESCENCE

Wissa's Fountain of Youthification™

P: 6 **R**: touch **T**: 1 creature **D**: a week

You restore a creature to its biological state of a year earlier, while preserving most of its current memories.

Overcharge: Restore a creature to its state of six years earlier.

✖

REAL-TIME REBUILD

Zdarovar's Rapid Healing

P: variable **R**: touch **T**: 1 creature **D**: minutes

You invoke the oneiroi Quiscus and Sanatus to reach into a creature's essence and replace damaged code with a pristine version. This painful process deals damage equal to its power.

Power Settings:

P2 remove cosmetic blemishes
P4 flush toxins or afflictions
P6 restore a damaged organ to factory settings
P10 regrow a limb
P16 regrow a head or torso
P25 rebuild a whole body from dust and fragments

Overcharge: The healing process is accelerated to just a few seconds, but this doubles the pain experienced by the target.

✖

RESTORATIVE SLUMBER

Medeorite's Healing Dream Ritual

P: 2 **R**: touch **T**: 1 creature **D**: 3 days and nights

Your dream-form leads the patient into a deep, healing sleep. While asleep, they appear lifeless. After the spell concludes they awake rejuvenated, with one attribute restored or one burden lifted.

Overcharge: Restore an additional attribute or lift a second burden. *Alternatively*, reduce the duration of the slumber three-fold.

✖

The Awakened Sphere

“As a lesser man can change his skin, so the awakened can change her world.”

—Mudraya Swetobosca, Songs to the Deaf

This world was made for the living, given to the living. Was this wisdom or madness on the part of the Builders? The Holy Repetitions of the Sit-Rep Temple say it has been sixteen million cosmic cycles since the Dancer of Despair broke the connection between the chosen masses and the Waking All. Who are these fallen people of a later age to guess if this is truth or tale. It matters not, for the fact is the spheres of our common sentient existence continue to listen, to hear, to think, to speak—and those wizards with the knowledge and the key to unlock the living, thinking world possess authority over their minds, their matter, and the very sentient ecosphere around them.

As the protagonists of the Awakened Sphere say, “The human is everything and everything is human.” As the antagonists of that same Sphere say, “...and the essence of the everything is hunger.”

ℌ

Traditional Awakened Sphere Titles

Chrysalist, dog-in, hédeōs, metassia, noömantikoï, skinchanger, yedyayin, zukzik

ℌ

AWAKENED SPHERE TRAITS

1. Student of the Biosphere. Study and adapt natural systems. Read leaves and listen to churning microbes. Hear the voices of the wind. Smell the songs of the ocean. Use biological equipment and handle hunting weapons.
2. Ecopolyglot. You can communicate with non-human creatures of this celestial orb. Other mammals are easy to understand (and free). Birds and other vertebrates are so-so (and cost 1 life per conversation). Invertebrates are hard (and cost 2 life). Fungi are very hard (and cost 3 life). Plants are extreme (and cost 4 life).
3. Relaxed Vital Essence. Easily shift or transform yourself. Reduce the cost of any translation or polymorphic powers by 1 (minimum 1). Also, you find it easier to comprehend oozes and slimes.
4. Animimic. Hop like a hare, pad like a panther. Copy animals' movements, set them at ease, learn their ways. Yes, you also find it easy to trick and deceive them.
5. Taxidermist. Skin and stuff, prepare and preserve. Knives and salts, hooks and needles, shiny beady eyes and creepy dioramas.
6. Ranger. Track and hunt, shoot and fish, camp and hike.

Awakened Sphere Features

Unless specified otherwise, all awakened sphere powers powers:

1. Are **imbued**. This means they remain active as long as you imbue them with your vital essence (the life or ability score price paid). You can recover your vital essence through rest or other means only after you have deactivated the power.
2. May be **inscribed** into your flesh if you have a trait that suggests you have received proper instruction in the use of these powers (such as student of the biosphere or relaxed vital essence). Inscribed powers do not occupy normal inventory slots.
3. May be **shared** with another creature by doubling their cost. Few smart skinchangers would do this, as it gives someone else control over the skinchanger's imbued vital essence. Change some fool into a whale and they forget to change back and get stuck, and, well … what now?

Some awakened powers may cause:

1. Horror. A character witnessing the power in action for the first time must save or they reel back in horror. They lose 1 action and suffer a psychological burden of horror. A rest, a stiff drink, and companionship removes the burden. Alternatively, a long rest and repression also does the job … (until it doesn't).

Organic Inscription

You can inscribe the powers of the Awakened Sphere into your own flesh, carrying their burden in your organs. Inscribing a power in this way takes several hours of meditation and requires three different spices to loosen the bonds between soul and mind and body enough for the alteration.

You can bear one such burden per point of endurance, and the power occupies no inventory space. Draw a special box for these powers on your character sheet.

Each inscribed power gains a special effect depending on where you inscribe it. You can activate most special effects once per day for free, thereafter it costs 1 life per use.

1. Bone. Harder and more penetrating. Advantage to all of the power's rolls.
2. Brain. Mildly intelligent, the power casts itself as a free action.
3. Heart. Reduce the power's price by your level (minimum 0).
4. Liver. Driven by emotion, the power targets social defenses and charisma instead of the more usual aura (for saves) or agility (for defenses).
5. Lungs. The power travels on your breath, so that it appears as though it were cast from some other nearby location or creature.
6. Marrow. As a reaction, spend 1d6 life to consume a power or attack targeting you directly. You may replace the inscribed power with the consumed power (single use only). Each subsequent use per day costs 1d6 more life.
7. Skin. Your power is disguised as something else, only revealing itself after it takes effect. Any targets do not notice a failed attack.
8. Stomach. The power feeds on a target you touch. It deals damage equal to its cost, and the casting is free for you. This effect only works once per day.

EATEGRATE

Simple Assimilator

P: 2 **R**: eating distance **T**: self **D**: imbued

You eat part of a creature you are familiar with to temporarily manifest one of its natural traits. A nail clipping or some fur will suffice.

Each manifested trait occupies an inventory slot somewhere in your body as a 1 stone mass, but it doesn't otherwise interfere with you and is painlessly reabsorbed when you deactivate the power.

Traits may include:

1. Features like the mane of a lion, the pebbly skin of a snake or the cute ears of a bunny.
2. Senses like the smell of a shark or the hearing of an elf.
3. Aptitudes like the brachiation of an ape, the flight of an albatross or the leap of a kangaroo.

Note: if you consume a pound of *living* flesh (1d6 damage), the cost of using the power is halved. However, consuming living flesh is kind of a horrible thing to do and would mark you out as a ghoul. Eating a symbolic representation, like cookies baked in the shape of a skunk to get its … aroma … instead doubles the power cost. But is much nicer.

Overcharge: You can manifest a semi-magical trait, like the breath of a dragon or the death glare of a unicorn.

BLOODSONG

Bioactive Communion

P: 2 **R**: touch **T**: 2 creatures **D**: imbued

You forge an tele-empathic link between two similar creatures, such as between two mammals or two avian dinosaurs, by exchanging vital animalcules. They can now concentrate to communicate telepathically over significant distances.

The life force of one of the target creatures imbues the power. If this creature is not the power user, it is paid in addition to the activation cost.

Overcharge: You forge a link between two very different creatures, such as between a dog or a crab and a hydra or a medusa.

MANYBODIED

Bioactive Fusion

P: 2 **R**: psychosurgical range **T**: 1 creature **D**: imbue

You inject your mind into a creature, such as a cat or capybara, turning it into a drone under your telepathic control. Accessing a drone's sensory experiences, memories, or skills requires conscious effort and concentration.

Your control is anchored in a metaphysical anchor occupying an inventory slot. Dropping or dissolving the anchor ends the fusion, releasing the target.

Overcharge: You attempt to inject your mind into a larger creature, such as a man or mammoth.

Note: Dominating a creature whose mental attributes exceed your own is dangerous—it may take control of you instead! At the referee's discretion, very alien creatures may be harder to control.

SKINSHIFT

Formal Translation

P: 4 **R**: touch **T**: self **D**: imbued

You adopt the physical form of a roughly human-sized creature (say dog-sized to horse-sized) you are familiar with and whose symbolic representation you own. This could be a tiger tattoo or a dodo doll. The transformation takes several minutes.

Your physical abilities and traits transform to match the target. You lose access to traits that do not work in the new form. For example, a hog cannot speak, so neither can you if you shift into a hog.

You stay in your adopted form as long as you imbue it with your vital essence. Warning: occupying a strange skin can be dangerous, shifting your mind (after days) or even trapping your form (after weeks).

Note: if you are carrying the prepared skin of your chosen form, the power cost is halved and the transformation takes mere seconds.

Overcharge: Shift into much smaller (shrew-sized) or larger (mammoth-sized) forms.

Again (x4): Into any form, from a mite to a mighty airwhale.

SKINSPLIT

Colony Translation

P: 6 **R**: touch **T**: self **D**: imbued

Your skin splits and you collapse into a colony organism, such as a hive of bees, a nest of naked mole rats, or a swarm of spiders. You must be familiar with the species and own a suitable symbolic representation. The transformation takes several minutes.

You gain the physical abilities and traits of the colony organism and lose access to traits that do not work in this form. So long as 10% of the colony survives, you can return to your normal form without harm. If less of the colony survives, you may lose traits and memories.

You stay in your adopted form as long as you imbue it with your vital essence. Warning: occupying a strange skin can be dangerous, shifting your mind (after days) or even trapping your form (after weeks).

Note: if you are carrying a preserved colony or hive, halve the power cost and transform in mere seconds.

Overcharge: Shift into a dangerous colony organism with special attacks.

Example Dangerous Colonies:

Venomous Spiders. Paralyze a creature with your attack. The first save is easy enough, but each successful attack adds a cumulative penalty.
Telepathic Feral Hogs. Become six hogs. Each deals 1d4 damage. As a pack, they get a trample or overrun attack. Also, telepathic.

Carnivorous Slime Molds. Deal 1d4 physical ability damage per round. Heal by consuming flesh.

Strangling Vines. Creep through the forest, crawl through the undergrowth, entangle (save) then choke (save).

SKINWYRD

Subconscious Translation

P: 1 **R**: self **T**: self **D**: special

You give free reign to the darkest parts of yourself, transforming into a ravening aberrant horror born of your subconscious. You lose the ability to use powers or your higher mental faculties, but your strength, endurance, and melee attack all increase depending on your aura score:

Aura	**Effect**
≤0	+4+level str and end, 2d8 melee attack
1	+3+level str and end, 1d12 melee attack
2	+2+level str and end, 1d10 melee attack
3	+1+level str and end, 1d8 melee attack
4	+level str and end, 1d6 melee attack
5≤	Skinwyrd does not activate as normal, instead it explodes in a single burst that deals 1d6 psychic bliss damage to each adjacent creature. Any creature that takes 1 damage is stunned with immaculate joy for 1 round. Any creature reduced to 0 life by this damage falls asleep and awakens later unharmed.

You cannot end skinwyrd normally. Each round in the skinwyrd, you lose 1 life. When you reach 0 life, you fall unconscious and revert to your normal form. When you awake, you regain 1d6 life.

Overcharge: You retain some control of the skinwyrd, including the ability to deactivate the power by making a successful save.

ECOSPHERE ATTUNEMENT

Biodetector

P: 1 **R**: touch **T**: 1 creature **D**: imbue

You open your mind to the living patterns nearby. This expands your sensory repertoire and enhances your awareness.

Gain a bonus to detecting hidden or invisible creatures, avoiding surprises or ambushes, and tracking recent biological activity.

Overcharge: Double the attunement range and intuit current and past events from traces of feeding, bleeding, and dying.

ECOSPHERE VEIL

Biojammer

P: 2 **R**: touch **T**: 1 creature **D**: imbue

You align your essence with the local ecosphere. Creatures unconsciously disregard your presence, facilitating stealth. *Alternatively*, you can make yourself stand out sharply, possibly distracting from other activities or gaining a social bonus like a peacock in full display.

Overcharge: You are effectively invisible and undetectable within the environment, passing without sound or trace. *Alternatively*, you are completely unmissable.

ECOSPHERE IMMERSION

Biomelt

P: 5 **R**: 0 **T**: self or 1 creature **D**: 1 day and 1 night

The ecosphere consumes you. The living creatures of the area eat your body and your mind and personality travel unseen in the movement of birds and beetles, the sigh of grass and the creak of trees. When the spell ends, your body reconstitutes from dead organic matter over about a day.

Over the day spent in the ecosphere you gain a deep awareness of the local area and heal one burden or affliction as though you had a week-long rest. You regain no life during your time in the circle of life.

This power is dangerous for creatures other than yourself and costs double if cast on an unwilling target.

Overcharge: Persist as motes in the wind and microbes in the soil for up to 1 week before full reconstitution. Each day counts as a week's rest. At the end of the week, save or permanently replace one of your traits with a deep panpsychic connection to the local ecology: the glen, dale, vale, grove, stream, lake, bay, or what have you. You may choose to fail this save.

Ecoentheosis (trait)

You are in mystic union with the local ecology. You can communicate with any animal or plant or fungus or stranger living thing in the area and metaphysically feel through the many senses of the creatures there. You feel the swing of a woodsman's axe, the joy of Spring's blossoming, the tramping of an army, and the fall of a great oak.

no flesh need perish
in Heaven™

ΛCITHΛMOIS

Reader! You hold a guide to the powers stolen from the Builders and the V.I.L.E., the powers of Eden, of the Blood Everlasting, of the Life that was promised to the firstmade of the Humans by the Lords of the Dream.

This biomantica is a tome of practices, what the well-fallen fools would call spells, for the worlds of the Ultraviolet Grasslands and Our Golden Age. Beware, lest it corrupt your careless games in the light of the Green Sun.